
Subject: Re: Quickest method for calculation
Posted by [Karl\[1\]](#) on Mon, 24 May 2010 19:28:45 GMT
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On May 24, 1:10 pm, FÖLDY Lajos <fo...@rmki.kfki.hu> wrote:

> On Mon, 24 May 2010, Karl wrote:

>> If your compiler is really good, you may be able to turn on an option
>> that generates SSE code, which may give you another 2x to 3x. The
>> above pattern is an easy one for the compiler to recognize as SIMD-
>> exploitable. If the compiler doesn't do this for you and you have the
>> time, you can write the SSE code yourself.

>

> I think this will have no effect. The bottleneck is memory access, the CPU
> is already starving on data.

>

> regards,

> lajos

Yeah, you are probably right. I did some measurements along these
lines awhile ago and had the same conclusion. It would only help if
the ratio of operations to memory accesses were a lot greater.
